
Subject: Re: BUG?: EditString Text rendering not stable with some Strings
Posted by [kohait00](#) on Thu, 04 Oct 2012 19:49:40 GMT

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we could stick to the printf rule, the first '\0' is the limiter, no matter how much more there might be..

i dont see any useful case to display things past the '\0' of a string in an EditString..Do you?

What do you mean by changeing len of string? actively editing the String? or simply adjusting the displayed len?
